

GAMEBOY ADVANCE



AGB-AJ3E-USA



Park Builder

INSTRUCTION BOOKLET

PARK SIMULATION



WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions
Altered vision

Eye or muscle twitching
Involuntary movements

Loss of awareness
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

LICENSED BY



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**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE VIDEO GAME SYSTEM.**



Park Builder

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STARTING THE GAME

Insert the Game Pak into the Game Boy® Advance console and turn the power on. Press START on the Title screen, select either "NEW GAME" or "CONTINUE", then press START again to begin game. ("CONTINUE" cannot be selected unless there is a saved game.) Selecting "OPTION" will allow you to set game difficulty or delete saved games.

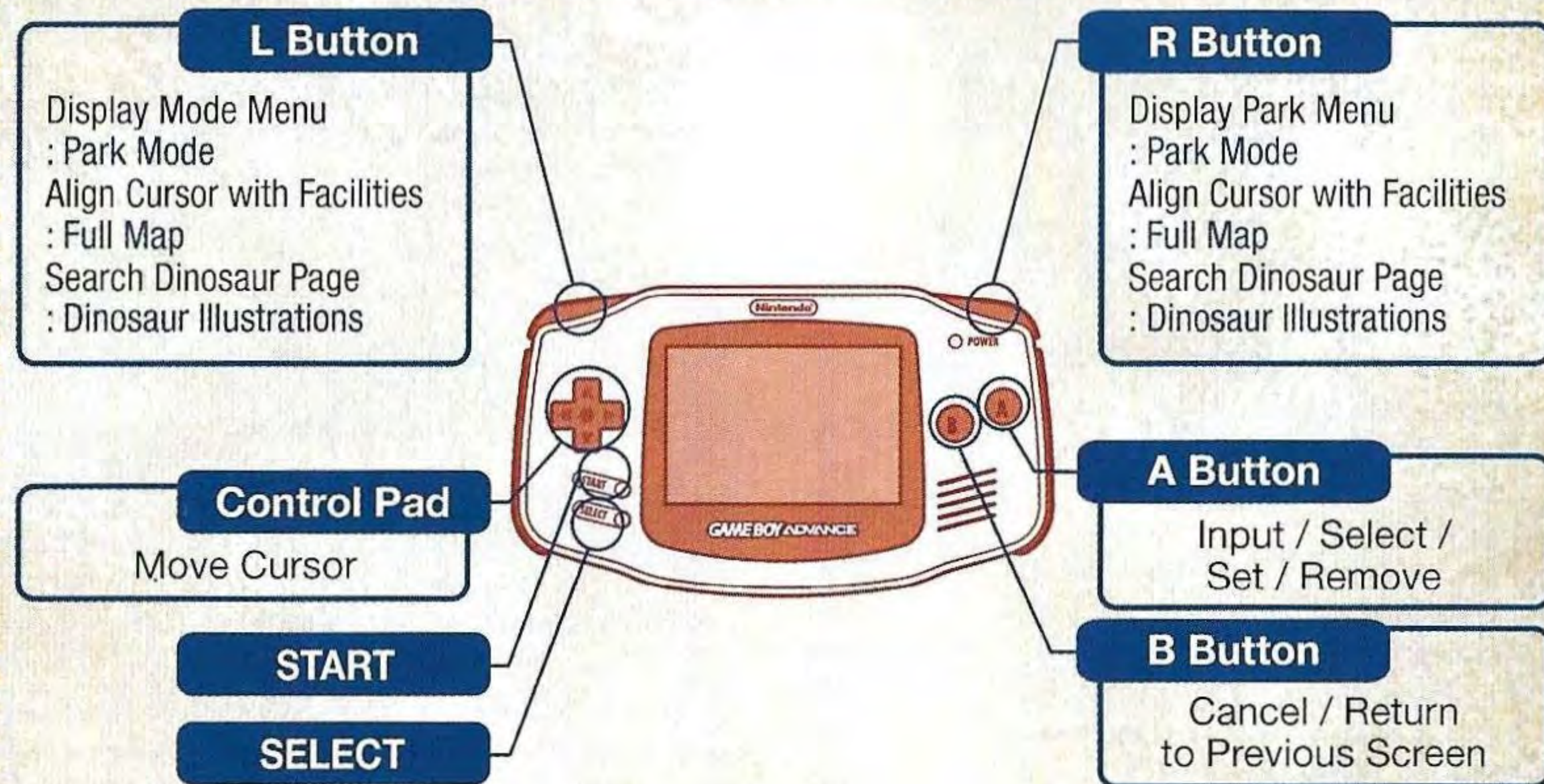
GOALS OF THE GAME

The object of the game is to revive extinct dinosaurs and raise them in a park. The goal of the park is up to you: revive every species of dinosaur, become a millionaire, or even create a park where there are only pteranodons!

However, if you manage your park poorly, the game will be over at the end of the month if you go bankrupt. Also, the game will end automatically after 20 years.

Using the Game Boy® Advance Game Link® Cable, you can trade dinosaur DNA blocks, so you can cooperate with friends to gather the rarest dinosaur DNA.

CONTROLS



SELECT and R Button : Sleep mode. Screen display is turned off and game progress halts, reducing battery consumption. This function is handy for stopping play temporarily, and can only be used during game play.

SELECT and L Button : Wake up from sleep mode.

GAME SCREEN

**DATA WINDOW**

Calendar, total funds, and current mode are displayed here.
(Y=Year, M=Month, W=Week)

MAP

A section of the park is displayed here.

MESSAGE WINDOW

Events and explanatory messages are displayed here.

PARK MODE

The screen at the start of the game is called "Park Mode". Time elapses in the game only during Park Mode.

In Park Mode, you can select and view information about park visitors and facilities.

Hotels P. 14
Shops P. 14
Dinosaurs P. 17

Restaurants P. 14
Areas P. 15
Visitors P. 19



The following operations are used in Park Mode only.

R Button : Go to Park Menu P. 6
L Button : Go to Mode Menu P. 6

PARK MENU

The Park Menu is structured in the following way.



CONSTRUCTION (P.7)



Road Construction Menu (P.7)



Vegetation and Boulder Placement Menu (P.8)



Building Construction Menu (P.8)



Facilities Construction Menu (P.8)



Symbol Placement Menu (P.8)



Remove (P.9)



FULL MAP (P.7)



FACILITY MANAGEMENT (P.9)



Hotel Management (P.14)



Shop Management (P.14)



Restaurant Management (P.14)



Dinosaur Area Management (P.15)



MODE MENU

You can switch to the following modes in the Mode Menu.



MAIN OFFICE MODE (P.10)



RESEARCH LAB MODE (P.12)



EXCHANGE MODE (P.13)



EXCAVATION MODE (P.12)



ILLUSTRATION MODE (P.13)



PARK MENU

CONSTRUCTION MENU



VEHICLE ROAD

Construct roads for buses, the only way of getting around the park. Build roads along borders of dinosaur areas so that dinosaurs can be seen from the buses. Also, don't forget to connect the roads to rotaries and the gate at the southern (lower) end of the island.

- Roads cannot be connected to the entrances of hotels, restaurants, and shops (walking paths are used for this purpose and are explained below).



WALKING PATHS

Construct paths for visitors to walk on. Make it easy for visitors to find their way around by connecting these paths to the rotaries and facilities such as shops and hotels.

- The ground around the dinosaur areas is built up high, so visitors won't be able to see the dinosaurs even if you build walking paths here.

You can build crosswalks where vehicle roads and walking paths intersect.



ROTARY

Construct rotaries, which serve as bus stops for visitors. Be sure to construct vehicle roads all the way up to vehicle road entrances and exits, and walking paths all the way up to walking path entrances and exits. (You must specify direction during construction.)




FULL MAP


View the full island map.

PARK MENU


FACILITIES CONSTRUCTION MENU

 Build street lamps, water fountains, and clock towers.

VEGETATION AND BOULDER PLACEMENT MENU

 Place vegetation or boulders, which have a calming effect on visitors.

SYMBOL PLACEMENT MENU

 Construct symbols, used as landmarks for the park.

BUILDING CONSTRUCTION MENU

HOTELS

Build hotels for tired visitors to rest when the park gets so big visitors can't take it all in in one day. (During construction, you must specify which direction hotels face.)

RESTAURANTS

Build one of three kinds of restaurants. Different kinds of visitors like different restaurants; for instance, "Pteranodon Cafes" are popular with women, and "Spino Grills" are popular with men. Therefore, choose the type of restaurant to build carefully. (During construction, you must specify which direction restaurants face.)



Rex Burger



Spino Grill



Pteranodon Cafe

PARK MENU


SHOPS

Shops sell park-related merchandise. You must determine the kind of merchandise the shops will sell based on what kind of visitors and what species of dinosaur you have. (P.14)
(During construction, you must specify which direction shops face.)

AREA PIECES

Construct area pieces to build the areas for dinosaurs to live. Area pieces are described in more detail later. (P.16)

REMOVE

 Remove areas, buildings, or roads on the map.

FACILITY MANAGEMENT

Manage park facilities like hotels, restaurants, shops, and areas. When you select a type of facility, a list of what has been constructed so far will be displayed. When you select the one you want to manage, its details will be displayed. The details screens for each kind of facility are described below.

Hotels P. 14

Shops P. 14

Restaurants P. 14

Areas P. 15

MAIN OFFICE MODE

ENTRY FEE: Set the entry fee for the park.

BUS MANAGEMENT: Buy or sell buses for visitors to move around the park in. You can sell buses that are outside the gate, and you can own up to 20 buses.

ADVERTISEMENTS: Run advertisements for the park. No matter how good your park is, visitors won't come unless you run some ads. Select the type of advertisement and main target audience (shown below) from those displayed depending on the kind of park you have. The number of ★'s shows the effectiveness of the advertisements.

TYPE OF ADVERTISEMENT

 : TV

 : Newspaper

 : Magazine

 : Internet

MAIN TARGET AUDIENCE

 : Men

 : Women

 : Couples

 : Boys

 : Girls

- You can only run advertisements once a month.



PARK INFORMATION: View statistics like number of visitors or park budget.

NUMBER OF VISITORS: The number of visitors to the park over the past year is shown in a graph. The numbers of visitors for the current week and for the past week are also displayed.

BUDGET: View the budget for the past year. Select "Income" or "Expenses" on the Budget Screen to view details.

OPINION: View information about what kind of visitors come to the park and what their opinion of the park is. The top five opinions are displayed. Use this information when making various decisions about the park.

TOTAL SCORE: View the park's overall rating.

SYSTEM: Change the game speed or message speed.

SAVE: Save game data. Select "Yes" on the Save Screen to overwrite the file. Only one file can be created.

EXCAVATION MODE

You can send excavation crews to various parts of the world to find amber containing the DNA to make dinosaur eggs. (The DNA is contained in blood inside mosquitoes trapped in the amber.)

The excavation team departs when you select the region and period of the excavation.

- What region you select will determine the chances of finding various species of dinosaur.



RESEARCH LAB MODE

AMBER ANALYSIS: Analyze amber brought back by the excavation crews to extract DNA blocks. Each DNA set is divided up into 5 blocks, A through E. When you assemble all of these, one DNA set is complete.



EGG CREATION: Select a DNA set for which all 5 blocks have been assembled to create an egg. Eggs created here will be sent to the plant.



PLANT INFORMATION: View the dinosaur egg incubation plant. You can also move hatched dinosaurs into the park from the plant.



: DINOSAUR EGGS



: PLANT AFTER DINOSAUR EGGS HAVE HATCHED.

(Select this plant to place the dinosaur onto the map.)

- A hatched dinosaur can only stay in the lab for a maximum of 24 months. If you do not place it in a dinosaur area by that time, it will automatically be retired.



ILLUSTRATION MODE

In the plant you can view illustrations of all the dinosaurs you have hatched so far. Dinosaurs you have not hatched yet will be shown with a "?".

In addition to "Order" and "Family" information about dinosaur species, "Diet," "Body Length," and "Era" information is also displayed. The **R Button** and **L Button** can be used to skip "?" pages.



EXCHANGE MODE

The Game Link® cable can be used to exchange blocks of dinosaur DNA. If a friend has a block of DNA that you just can't seem to find, you can use this mode to trade.

However, you cannot trade a DNA block unless you have more than one of that block. The number of each DNA block that you have is displayed to the right of the block. (Maximum of 9)

- Each player must have a DNA block to trade in order to swap DNA. A player cannot give a DNA block without receiving one in return.



HOTEL, RESTAURANT, AND SHOP DETAILS SCREEN

In the various details screens, you can view the Facility Levels, Capacity, Rates, Maintenance Costs, Profits, and the Number of Visitors for every establishment. On this screen, you can upgrade the facility level and change the fees.

FACILITY LEVEL: The size of the facilities is displayed. The larger the value, the higher the visitor capacity. Larger facilities also require higher maintenance costs.

CAPACITY: The number of people the facilities can accommodate.

RATE: The usage fee for each person.

MAINTENANCE: The cost of maintaining facilities for one month, regardless of the number of visitors.

PROFITS: Profits for the current and previous months are shown.

VISITORS: The number of visitors for the current and previous months are shown.

SHOP DETAILS SCREEN: In the Shop Details Screen, in addition to the information listed above, you must also manage the products sold in the shop. You can select what items you want to sell in the shop and adjust the prices. You can only sell 3 kinds of products in a store at any given time, so choose your products carefully based on their product characteristics, wholesale cost and profit margin. At the beginning of the game, you can choose from 4 different types of products.



DINOSAUR AREA DETAILS

On the Dinosaur Area Details Screen, you can view security levels (area levels), security durability, number of pieces, geographical attributes, and number of dinosaurs.

AREA LEVEL: The higher this value, the higher the maximum durability value. However, a higher level also means higher maintenance costs.

DURABILITY: Security durability is gradually reduced by the dinosaurs inside an area. If this value gets too low the dinosaurs may escape and run wild. Select "Restore" from the Area Details Screen to restore durability.

NUMBER OF PIECES: The number of land sections that make up the Dinosaur Area.

ATTRIBUTES: There are 3 types of geography inside areas: Land, Sea, and Fresh Water. If the geographical attributes do not suit the dinosaurs, the dinosaurs will grow weak.

NUMBER OF DINOSAURS: The number of dinosaurs living in the area, divided according to dinosaur diet. (P. 17)

On the Dinosaur Area Details Screen, in addition to viewing area level and durability, you can also view a list of the dinosaurs, upgrade the area level, restore, and treat all dinosaurs in the area.

UPGRADE: Upgrade the security level of an area. The maximum level is 8.

RESTORE: Restore security durability to its maximum level.

TREATMENT ALL: Treat all the dinosaurs in the area.



ABOUT DINOSAUR AREAS



Dinosaur areas in the park are necessary to raise the dinosaurs you have hatched in the plant. Areas are created by lining up area pieces. Area pieces become dinosaur areas when installed in the park.



You can **INCREASE** the size of an area by adding more area pieces. Do this as the number of dinosaurs increases.

- As shown in the picture, build the fence up high around the areas.



You **CANNOT** install area pieces to connect multiple areas.



REMOVE areas with "Remove" in the Construction Menu.



However, you **CANNOT** use this function to divide one area into multiple areas.

DINOSAUR DETAILS

You can view the following information on the Dinosaur Details Screen.

RARITY: The rarity of a given species of dinosaur. Rare dinosaurs draw more visitors.

STRESS: Dinosaur stress increases when an area is too small for the number or type of dinosaurs living there. This can lead to sickness.

STAMINA: A dinosaur's stamina decreases when it fights with other dinosaurs. Treat the dinosaur when this happens.

STRENGTH: Many strong dinosaurs inside an area will rapidly decrease security durability.

AGGRESSION: Highly aggressive dinosaurs will seek fights with other dinosaurs. Avoid placing highly aggressive dinosaurs near weaker dinosaurs.

GEOGRAPHICAL ATTRIBUTES: If a dinosaur is not placed in an area with the right kind of geography—**land, sea, or fresh water**—its stamina will weaken and it will become harder to care for.

DIET: A dinosaur's strength, aggression, and primary food are based on its diet. The strength of carnivorous and herbivorous dinosaurs is graded as follows:

CARNIVOROUS: **Strong** Carn 3 > Carn 2 > Carn 1 **Weak**

HERBIVOROUS: **Strong** Herb 3 > Herb 2 > Herb 1 **Weak**

OVERALL GRADING: **Strong** Carn 3 > Herb 3 > Carn 2 > Herb 2 > Carn 1 > Herb 1 **Weak**

If weak dinosaurs are placed in the same area as strong carnivorous dinosaurs, they might be eaten.

DINOSAUR DETAILS

STATUS: This displays the status of dinosaurs, such as Sick or Hurt. If a dinosaur's status is not Normal, you can give it medical treatment. If you do not treat Sick, Hurt, or Virus status dinosaurs, they will weaken and die. Also, viruses quickly spread from dinosaur to dinosaur if not treated promptly.

In addition to viewing information such as Stamina and Diet on the Dinosaur Details screen, you can retire, move, or treat dinosaurs.

TREATMENT: Treat dinosaurs that are sick, weakened, or have lots of stress so that they become healthy again.

MOVE: Move dinosaurs to other areas of the park.

RETIRE: Retire dinosaurs that are old or no longer popular.

SPECIES (ABOUT DINOSAURS): There are 140 species of dinosaurs in the game, centered around those featured in the movie Jurassic Park III.

ABOUT VISITORS

TYPES OF VISITORS: There are 5 types of visitors that come to the park:



: Families with Boys



: Families with Girls



: Men



: Women



: Couples

It is a good idea to narrow your target to one type of visitor in the beginning.

OPINION: Select Visitors in Park Mode to see what visitors think of the park. If there is something they don't like about your park, you can find out what it is and fix it. (You can view overall visitor opinion in Main Office Mode.)

MESSAGE ICONS: Thought bubbles sometimes appear over a visitor's head to show you what they are thinking. There are 5 types of thoughts:



: The visitor has a positive impression of the park.



: The visitor has a negative impression of the park.



: The visitor thinks a price is too high.



: The visitor can't enter someplace because it is full.



: The visitor finds a dinosaur.

(Visitors can see dinosaurs only from buses, so this icon is displayed only above buses.)

USING THE GAME BOY® ADVANCE GAME LINK® CABLE

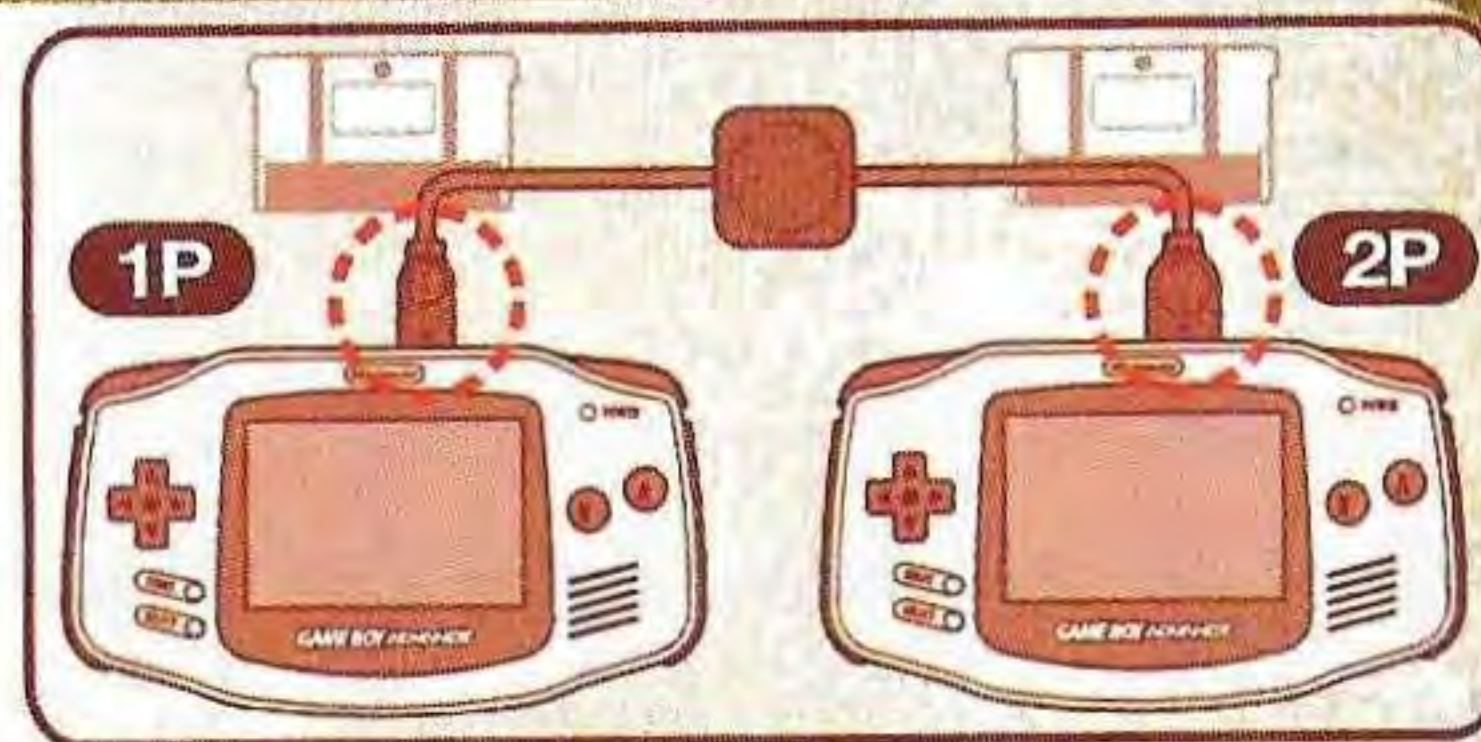
This explains how to connect multiple Game Boy® Advance units using the Game Boy® Advance Game Link® Cable.

■ What is Required

- Game Boy® Advance 2 Units
- Jurassic Park III Park Builder
- Cartridge 2 Cartridges
- Game Boy® Advance
Game Link® Cable 1 Cable

■ How to Connect the Game Boy® Advance Game Link® Cable

1. First make sure that all Game Boy® Advance units are switched OFF, then insert a game cartridge into each unit.
 2. Connect the cables to each other, then insert the cable plugs into the expansion slots on each Game Boy® Advance unit.
 3. Switch all Game Boy® Advance units ON.
 4. Refer to p.13 for further operation.
- ※ The holder of the Game Boy® Advance unit with the smaller plug attached to it will become Player 1.



■ Cautions Regarding Link Play

The following may result in transmission failure or a malfunction.

- Using any cable other than the Game Boy® Advance Game Link® Cable.
- The cable is not plugged fully into the jack.
- The cable is removed then reattached during play.
- The cable is not attached properly to all of the Game Boy® Advance units being used.
- The cable is used with 3 or more units.

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You can call the Konami Game Hint & Tip Line for help on this software and all the fine Konami products.

Konami Game Hint & Tip Line: 1-900-896-HINT (4468)

- 95¢ per minute charge
- \$1.25 per minute support from a game counselor
- Touch tone phone required
- Minors must have parental permission before dialing

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